Luis Angel Espino Cervantes

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Education

University of California, Irvine   **June 2022**

Bachelor of Science in Computer Science   GPA: 3.18 (Dean's List UC Irvine • 5 quarters)

Course Work: Software Design • Game Systems and Design • Data Management • Computer Vision & Graphics

Work Experience

Instructor: Juni Learning   **April 2022-Present**

Teach Computer Science concepts using python to K-12 students in remote one-on-one sessions.

Box Office Manager: Cinemark Movie Theater   **June 2019-September 2019**

Delegated maintenance tasks, trained new employees, and addressed customer needs/complaints.

Office Intern: San Mateo County Health Clinic   **June 2018-September 2018**

Front desk attendant responsible for checking-in patients, updating personal information, facilitating their visits, and answering the main phone. Multitask to take care of the waiting room, printer refills, and faxes.

Projects

Image Recognition Software   **January 2022-February 2022**

AI algorithm that learns the Histogram of Gradient Orientations of an object by using positive and negative picture samples. It then can identify the same object in static images.

- Created software that is able to recognize specific objects in pictures with a 95% success rate.
- Wrote the function algorithm that learns an object's features from a series of sample images.
- Coded, tested, debugged, and finalized the software using Python, Matplotlib, and Numpy libraries.

Spotify Browser   **February 2022**

Website that searches Spotify's database in real-time. Each search creates a new custom page based on the retrieved data from Spotify's API.

- Constructed front-end features to display album, track, or artist searches using HTML, CSS, and Angular components to enhance User Interaction.
- Build the back-end API handling for each search request using Express.js and the OAuth protocol.

Sleep Tracker (Mobile App)   **January 2022**

Software that records the user's sleeping cycle and sleepiness throughout the day.

- Employed Content Prioritization, Intuitive Navigation, Error prevention, and other UX/UI principles.
- Rigorously unit tested the code for IOS and Android using Ionic Lab.
- Developed and designed the app using Javascript and HTML with the Ionic library.

Vaccine Dash (Videogame) Website   **September 2021-December 2021**

A single-player adventure horror web game designed and developed by a team of five. The game consists of finding vaccines in a covid-filled dark hospital.

- Integrated player controls and physics of the game, as well as visuals and audio effects into the game levels.
- Developed a narrative for the game's story which added relatability to the player.
- Introduced the game and features in a mock product pitch.

ZotFeeds (Design project)   **March 2021-May 2021**

Mobile app design project to help food banks in Orange County collect donations via the app. Donors would send notifications to food banks to pick up donations.

- Took project from ideation to prototype, and conducted market research to determine project requirements.
- Managed project timeline and deliverables deploying agile principles, e.g. helped simplify and delegate tasks to a team of five others & assessed progress in weekly meetings.
- Built mockups for the sign-up, sign-in, and home pages using Figma to enhance user experience.

Languages	Python • HTML • C • C++ • SQL • JavaScript • Unity • Unreal • IonicJS • Linux • Git • WebGL • A-Frame
Skills	Project Management • Attention to Detail • Multitasking • Microsoft Office • Biliterate (Spanish)